

Sedma

2-4 players

32 cards

Difficulty: Medium

Duration: Medium

Win tricks containing aces and tens to outscore the opposing partnership.

SETUP

- Use a 32-card deck (7 through Ace) with 4 players in two partnerships.
- Deal 4 cards each; deal another 4 after the first batch is played.

SCORING

- Aces: 10 points each. Tens: 10 points each.
- Winning the last trick earns a 10-point bonus.
- 90 total points are available each round.

Tip: Save your sevens for tricks containing aces or tens to maximize captured points.

ON YOUR TURN

- Play any card; matching the lead card's rank or playing a 7 can capture the trick.
- Sevens are wild and extend the trick for further captures.
- The last player to play a matching card or seven wins the trick.

Sedma is a Czech and Slovak trick-taking game where sevens hold special power, allowing players to chain plays and extend tricks. It is typically played by four players in two partnerships and rewards both tactical card play and team coordination.

Objective

Win tricks containing tens and aces, which are the only cards that score points. The partnership that accumulates more points over the agreed number of rounds wins.

Setup

1. **Players:** 4 players in two partnerships sitting across from each other.
2. **Deck:** 32-card deck (7 through Ace in each suit).
3. **Deal:** Each player receives 4 cards. After these are played, another 4 cards are dealt to each player for the second half of the round.

Gameplay

1. **Leading:** The player to the dealer's left leads any card to start a trick.
2. **Matching rank:** Players may play any card, but a card matching the rank of the lead card or a seven can capture the trick.
3. **Sevens are wild:** A seven can be played at any time and acts as a matching card to the lead, giving it special capturing power.
4. **Extending tricks:** If a seven or a matching card is played, the trick continues around the table, potentially allowing further captures.
5. **Winning the trick:** The last player to play a matching card or a seven wins the entire trick.

Scoring

- **Aces:** 10 points each.
- **Tens:** 10 points each.
- **Last trick bonus:** The partnership that wins the final trick scores an additional 10 points.
- **Total per round:** 90 points are available each round.

Variations

- **Two-player Sedma:** Adapted for head-to-head play with adjusted hand sizes.
- **Sedma with bidding:** Some groups add a bidding phase where partnerships predict their point total.

Tips and Strategies

- Save your sevens for critical moments when high-value aces or tens are on the line.
- Coordinate with your partner to chain matching cards and extend tricks to capture more points.
- Pay attention to which tens and aces have been played so you can calculate remaining scoring opportunities.

Tips & Strategy

Timing your sevens is everything. Using one too early wastes its potential, while holding it too long may mean missing a chance to capture a high-value trick.

Strong partnerships develop subtle signals about their holdings. Leading a ten early can bait opponents into spending their sevens before the critical late tricks.